

2020 Singapore Little League Rules 10U Baseball

Unless superseded by these 10U baseball rules, the 2020 Little League (LL) Rules are in effect.

1. This league will be a modified “kid pitch” league. Teams will be structured based on a pre-season skills assessment to ensure parity across the teams, with a particular emphasis on balancing the pitching talent. The pitching plate distance will be **46 feet and the bases distances will be 60 feet, just like in our 12&Under League.**
2. **The length of the practice time and game time:** There will be a 50-minute practice immediately before each game where Eagle professional coaches will assist parent coaches. Games will be Six-inning game, or a game time limit of **1 hour and 10 minutes** from the time the game started. For flexibility, and to allow more playing time, coaches have the option to set the game time limit and the warm-up/practice period within the allotted time of 2 hours. **Note: both coaches must be in agreement, otherwise continue with the established timings of 1 hour and 10 minutes game time limit and 50 minutes practice.**

Play normal innings until game time mark is reached in accordance with the following:

- If tied after completion of the final inning, but before the game time mark has been reached, play extra inning(s) until the game time mark being reached. The inning in which the game time is reached will be completed which will result in a winner/loser or tie. If tied, the game will be recorded as a tie in the standings. Tiebreak will not be played.
- If tied when the game time mark is reached, complete the inning. If still tied, the game will be recorded as a tie in the standings. Tiebreak will not be played.

The umpire is responsible for keeping time and notifying coaches of when the game time limit has been reached.

3. **A “Regulation Game”** will be based on completion of the inning in which the game time (refer Rule 2) has been reached and not innings played. For weather/lightening delays of over 30 minutes in duration where the time limit has not been reached, the game will be called, and the following guidelines apply:
 - For Non-Regulation games: The game will be considered a suspended game and will be resumed (if possible) from the exact point of suspension (the count on a batter will resume and runners will be placed back on the bases they occupied when play was suspended) and will be resumed during the 50 minute practice time when the same two teams are scheduled to play.
 - Games once resumed will only be played until completion of the inning in which the game time (i.e. Time completed in the original game + Time remaining in the suspended game reach the time limit set for the game (Refer Rule 2), which results in regulation innings having been played. Completion of this inning will result in a win, loss, or tie.

4. Special Pitching Rules:

- a) Kid pitcher will pitch to each batter per standard rules of baseball; **however, the strike zone will be slightly enlarged to encourage the batter to swing. No balks will be called.**
- b) Any player on the team may pitch. There is no limit to the number of pitchers a team may use in a game.
- c) A player once removed by the manager from the mound may not return as a pitcher for the remainder of the day unless **he was removed from the mound if he hits three batters in one inning.** In this case he will be allowed to return as pitcher anytime in the remainder of the game, but only once per game provided, he has not reached the pitching limit of two complete innings.
- d) If a pitcher hits the batter with a pitch, the batter will be awarded first base, unless the batter has physically placed himself in the path of the ball (i.e. hit while swinging at the ball).
- e) **There are no walks in this league.** If kid pitcher throws four called balls, the coach of the batting team will come into pitch (overhand, not underhand). He will get to throw the number of strikes the player has left plus one. Example, if the pitcher throws four balls and the batter has one strike, the coach pitcher will have three more pitches. If the batter has two strikes when the coach comes in, the coach will have two more pitches. If the coach comes into pitch, the final pitch cannot end on a foul tip or foul ball. If the final pitch is a foul tip or foul ball, the batter gets another pitch. **There will be no walks.** The intention of the rule is not to have a whole game of walks and to make the game more fun for the players.)
- f) To help reduce arm and shoulder injuries to players, and to encourage pitcher development, the league pitch limit per player in a game is set at **two consecutive innings.** The manager must change the pitcher once he has pitched 2 innings (a single pitch thrown in an inning counts as an inning pitched), but the pitcher may remain in the game in another position. He cannot play the position of pitcher for the remainder of the day.
- g) To speed up the innings and allow for more innings to be played, each team will have a coach stand behind the catcher to retrieve balls and throw them back to the pitcher. This will not take the place of the catcher. But it will make it so that if the catcher misses the pitched ball, the ball can get back to the pitcher faster.

5. **Continuous batting order:** Everyone in the team's roster present for the game bats in order. Each player is required to bat in his/her respective spot in the batting order. Note: when a player is injured, becomes ill, or must leave the game after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives late to a game, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.

Free substitution allowed, but no player may be benched twice before all other players have sat out at least one inning (except in case of injury). Coaches are not required to position a player for any minimum number of innings in the infield or outfield, as this is an instructional league where players are beginning to understand the game and develop their skill levels. Coaches are encouraged to work with the players in both infield and outfield positions and to play them accordingly in games when in their opinion a player is ready.

- 6. The "infield fly" rule is not in effect for this league.
- 7. Slash bunting (butcher boy, showing bunt then doing full swing in same at bat) is not allowed.
- 8. If a batter throws a bat, his team will be warned once. Any subsequent violations by that team will result in the batter being called out.
- 9. **Defense can field 10 players, with 4 outfielders.**

10. **Five run limit in every inning.** The rule allows all runs to count at the conclusion of an at-bat, which may be in excess of the above applicable run limits runs. (Example: With 4 runs already in, a player hits a home run with the bases loaded; all 4 runs scored from the final at-bat count for a total of 8 runs that inning).
11. **The base runner cannot advance from 3rd base on a pass ball, wild pitch, overthrow back to the pitcher or by stealing.**
12. **Dropped third strike:** Batter is out on a third strike, called or swinging, and may *not* advance even if the catcher drops the ball or if there is a passed ball on the third strike.
13. **Stealing is allowed.** Runners are not allowed to leave the base until the ball has crossed the plate.
14. Bunting is permitted.
15. In order to speed up the game (offensive to defensive change over), a courtesy runner is allowed when there are two outs and the catcher for the next time in the field is on base. The courtesy runner shall be the first available player above the catcher in the batting order.
16. **Halfway Rule (applies ONLY to batted balls that leave the infield):**
Play is dead
 - a. When the pitcher has the ball in the pitching mound area or as soon as an infielder has possession of the ball in the infield, and elects not to make any further play, the umpire shall call "time"; the ball is then "dead", and no further "action" is to be permitted.
 - b. All runners, including the batter/runner, shall return to the last base that was in the judgment of the umpire, legally touched when "time" was called unless the batter/runner (and any preceding runner that is forced to advance) is at least half-way to the next base, the umpire will award the runner(s) the "next base."
17. All base runners may advance **only one base on an overthrow of any base**, unless the ball is kept "live" by the defensive team (i.e., they are making a play on the runner at another base).
18. **Base runners must seek to avoid collisions with fielders who are in the act of fielding, either by sliding or by running around the fielder.** However, any base runners running outside the baseline to avoid a tag will be out. Any base runners colliding with or interfering with a fielder, who is in possession of the ball, or in the process of a fielding play of any kind, will be out. "Incidental" contact in base running away from a fielding play may result in a warning, and the base runner may be called out, at the umpire's discretion. Any base runner hit by a batted ball who is not standing on a base is out.
19. Fielders not in possession of the ball, or in the process of fielding, must seek to avoid colliding with or impeding base runners. Any base runner so impeded will be entitled to advance to such base as awarded by the umpire. **Note: coaches need to instruct basemen in situations such as this to get out of the way of runners rounding a base.**
20. No on-deck batters are permitted. The gates to the dugouts should remain closed.
21. Base runners may advance on a caught fly ball by tagging up, per standard rules of baseball.
22. In a game with more than four innings, each player must play in the infield for at least 2 innings per game.
23. **Bat Specifications:**

10U Baseball: The bat must meet the USA Baseball bat (USA Bat) standard as adopted by Little League It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than

fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

24. **Shorthand Rule:** A game may start and finish with eight (8) should a team not be able to field nine (9) players, or if a player is injured or becomes ill during the game.
25. We definitely want all spectators to cheer for and encourage the players on their team. However, yelling at, taunting, or making negative comments to any player, coach, or umpire is prohibited. The only spectators who should be talking directly to the umpires are the scorekeepers. In the case of bad behavior from a spectator, the umpire may give a warning. If the bad behavior continues, the umpire can eject the spectator. As a result, the spectator must leave the stands and area around the field.
26. **To Coaches:** Please always respect the rights, dignity, and worth of every player. Be fair and considerate and a positive role model for the sport and for your players.